

FIG. 1

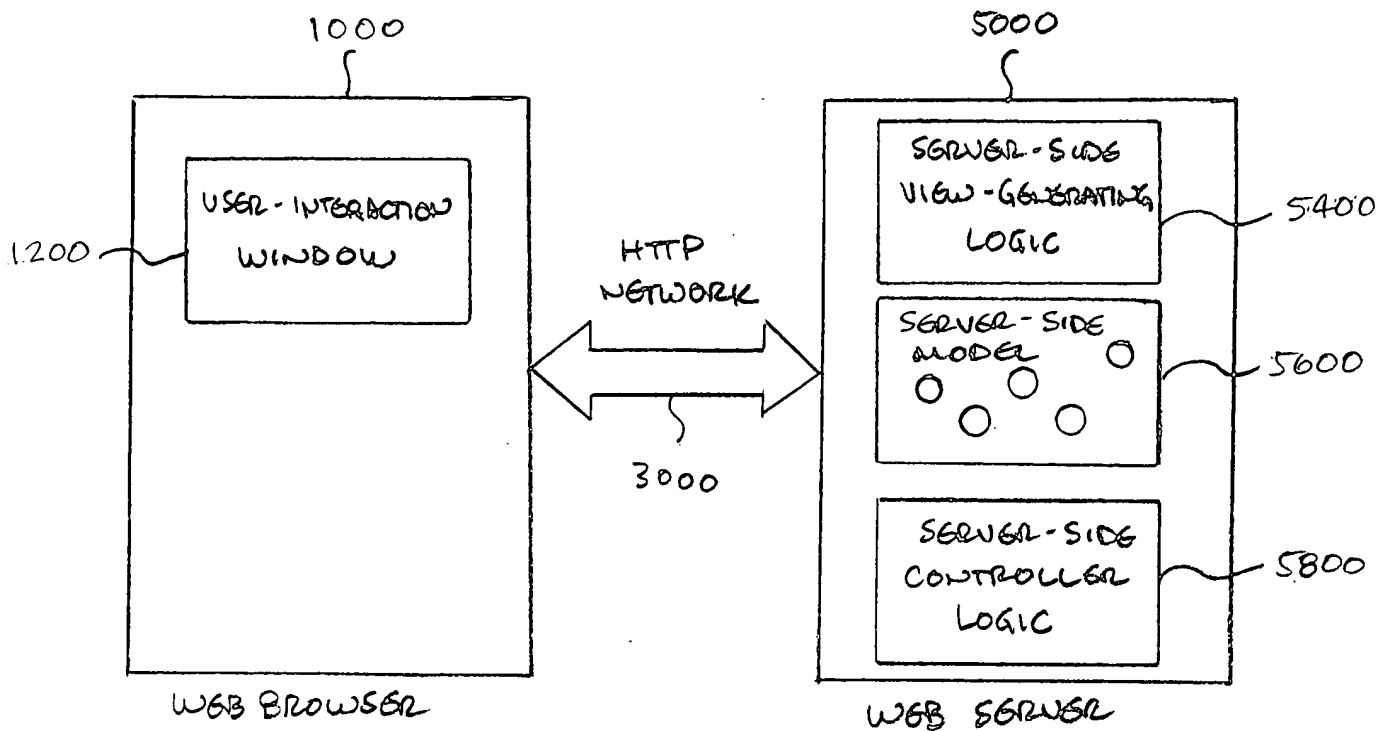


FIG. 2
(PRIOR ART)

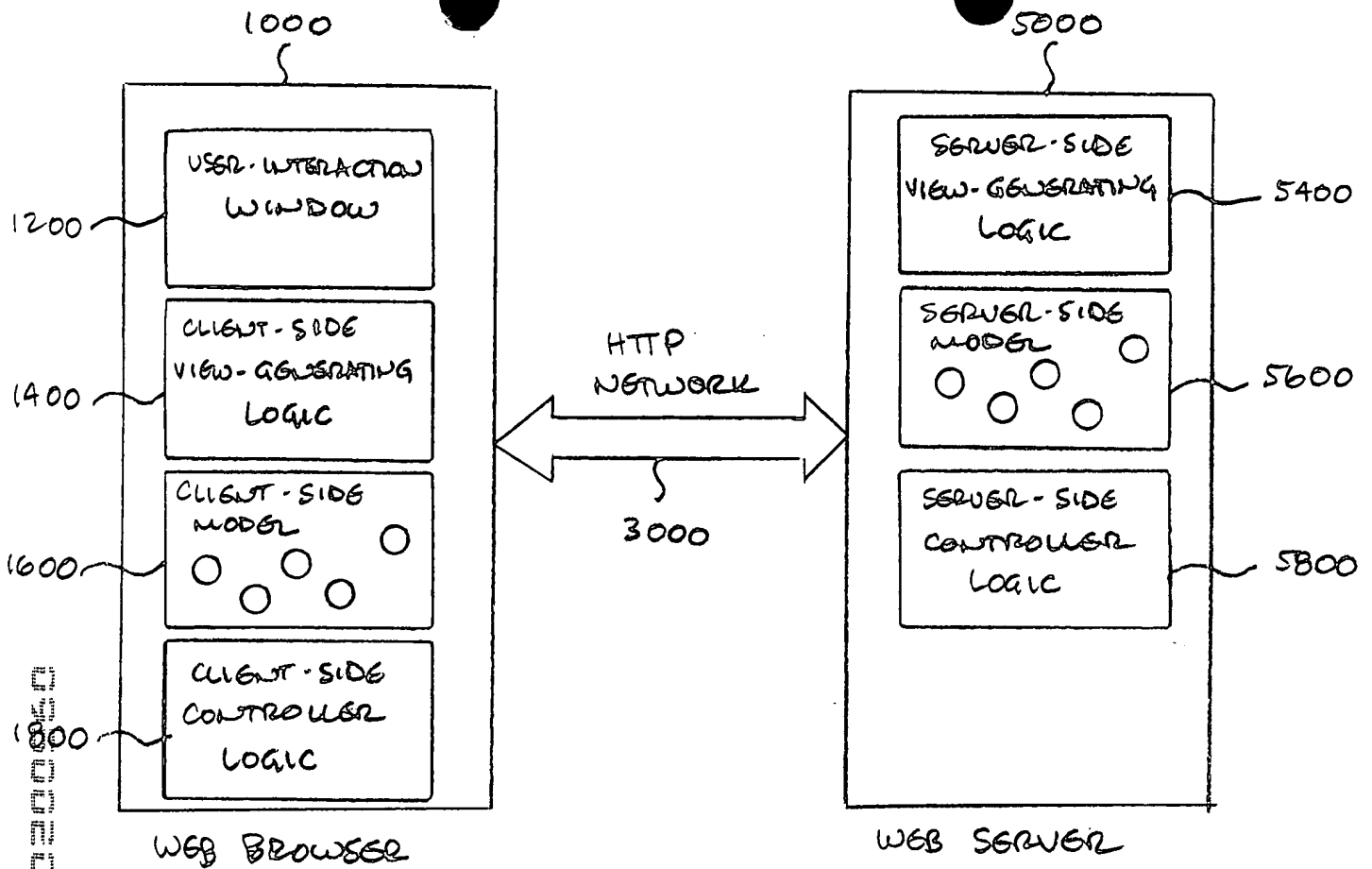


FIG. 3

ID	NAME	PHONE	OPERATING SYSTEM	REMARKS
1234567	John Smith	(914) 222-7890	NT. <input checked="" type="checkbox"/>	<div> <div></div> <div></div> </div>

ADD ANOTHER PROBLEM

SAVE

FIG. 4

ID	NAME	PHONE	OPERATING SYSTEM	REMARKS
1234567	John Smith	(914)222-7890	NT <input checked="" type="checkbox"/>	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

ADD ANOTHER PROBLEM

SAVE

VERSION	<div style="border: 1px solid black; height: 20px; width: 100%;"></div>
PLATFORM	<div style="border: 1px solid black; height: 20px; width: 100%;"></div>
HOSTNAME	<div style="border: 1px solid black; height: 20px; width: 100%;"></div>
IP ADDRESS	<div style="border: 1px solid black; height: 20px; width: 100%;"></div>

FIG. 5

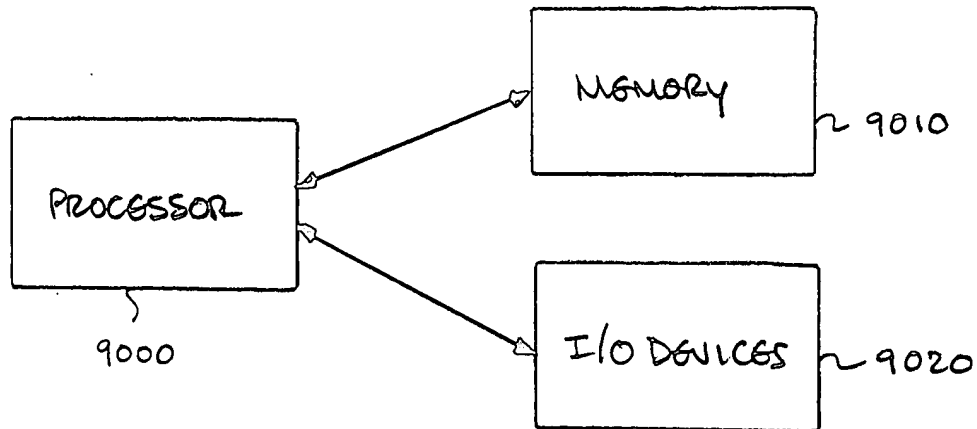


FIG. 10

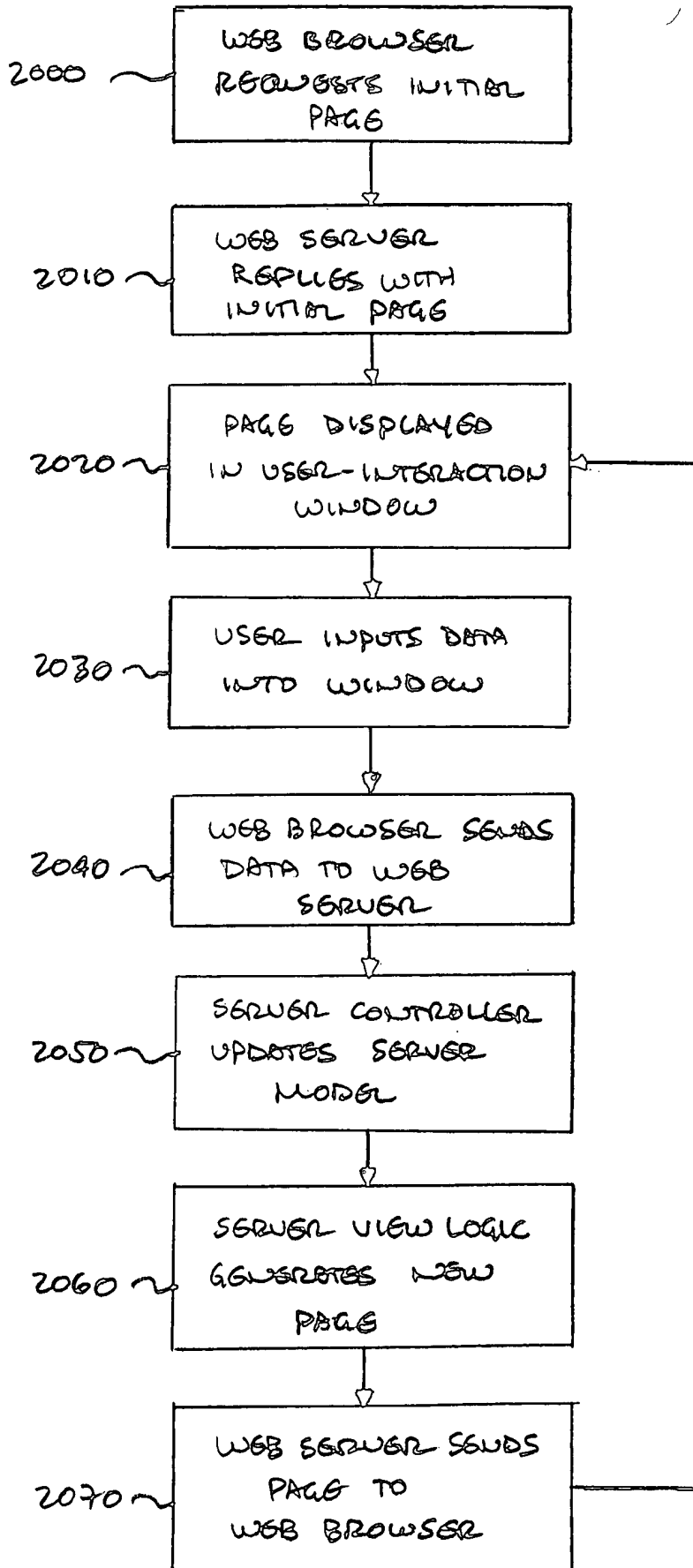


FIG. 6 (PRIOR ART)

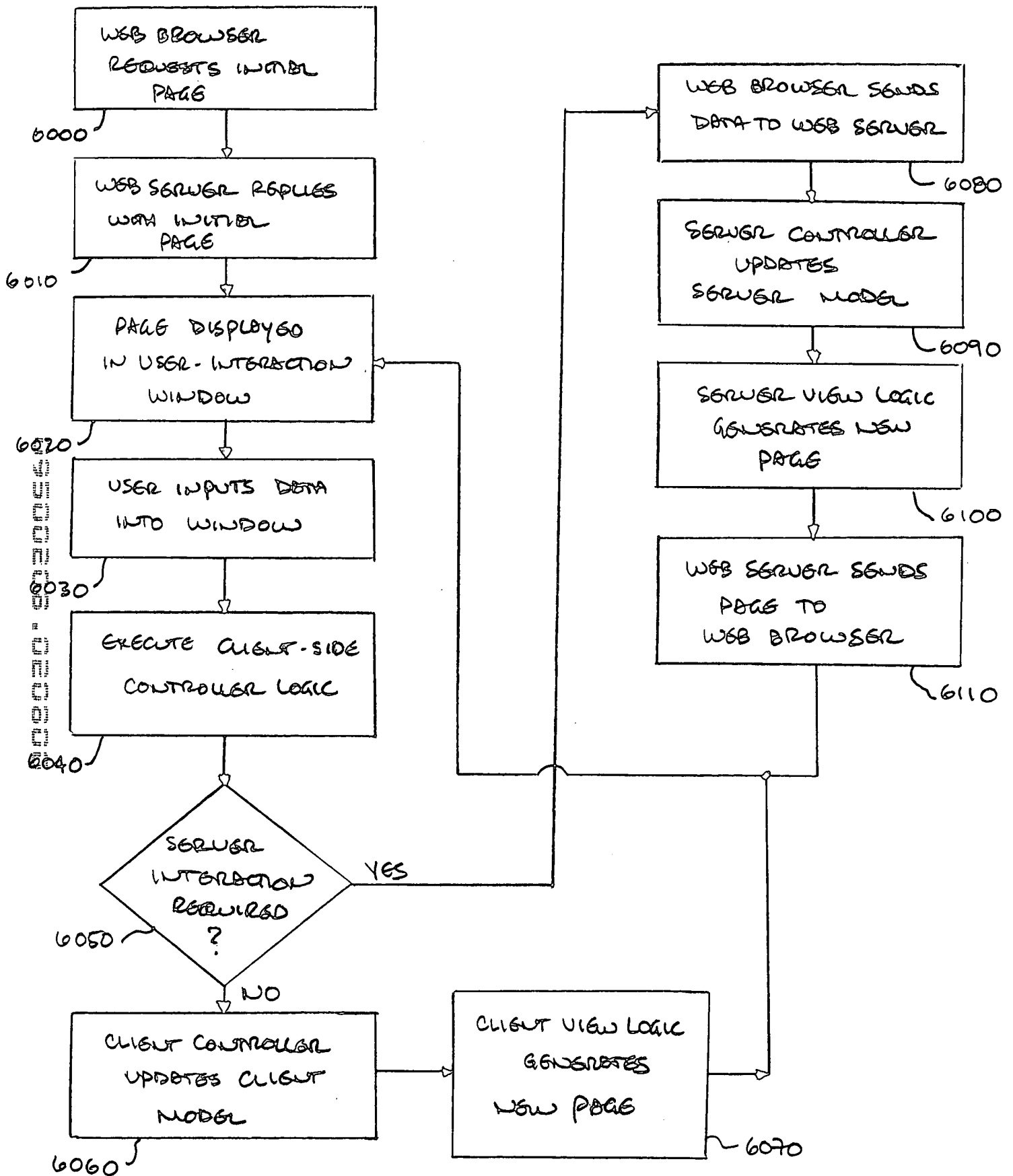


FIG. 7

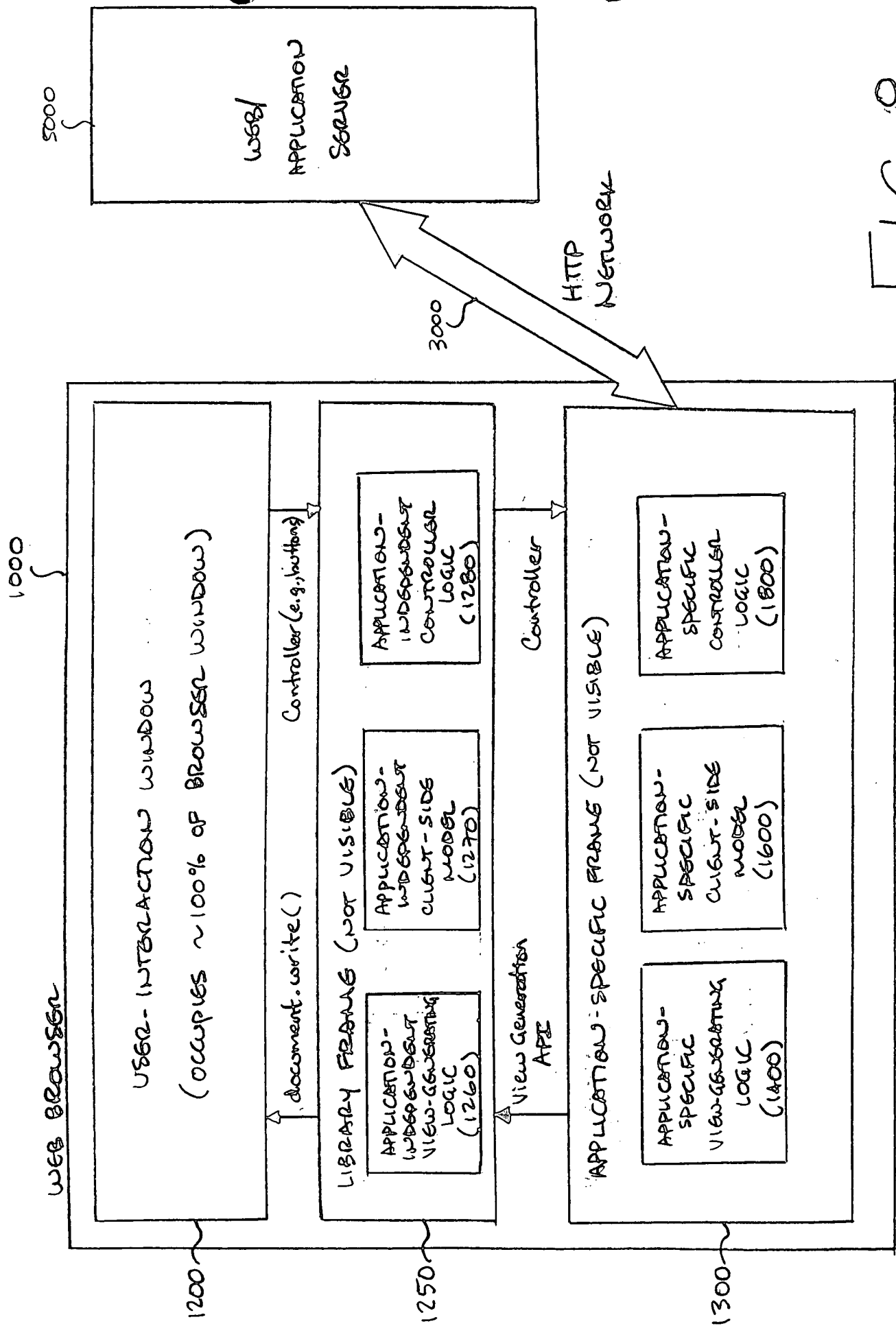


FIG. 8

```
<SCRIPT LANGUAGE="JavaScript">
```

```
// Define the variable(s) holding the Model data
var counter = 0; // a counter value
```

```
// Define the variables holding pointers to the View components
var theFrame; // pointer to the LFrame component
var theForm; // pointer to the LForm component
var theText; // pointer to the LText component
var theButton; // pointer to the LButton component
var theStaticText; // pointer to the LStaticText component
```

```
function initialize() // Create and initialize components
{
```

```
    // Create a library LFrame component
    theFrame = new parent.LIBFrame.LFrame("Frame1", "A Frame");
```

```
    // Adjust the base font to be +3 larger
    theFrame.adjustBaseFont(+3);
```

```
    // Create a library LForm component inside the LFrame
    theForm = new parent.LIBFrame.LForm ("Form1", theFrame);
```

```
    // Create a library LText (text entry field) component inside the LForm
    theText = new parent.LIBFrame.LText("foo", "bar", theForm);
```

```
    // Set up an event handler to handle user changes to the LText
    theText.setOnChange(T_onChange);
```

```
    // Create a library LButton component inside the LForm
    theButton = new parent.LIBFrame.LButton("increment_button",
        "Increment Counter", theForm);
```

```
    // Set an event handler to handle clicks on the LButton
    theButton.setOnClick (B_increment);
```

(Continued in FIG. 9B)

FIG. 9A

(continued from FIG. 9A)

```
// Create a library LStaticText (label) component in the LForm
theStaticText = new parent.LIBFrame.LStaticText ("OST", "piece of text ...",
theForm);

// Set the font size for the LStaticText
theStaticText.setFontSize (1);

// Set the color for the LStaticText
theStaticText.setColor ("red");

// Refresh the contents of the User Interaction window
theFrame.RefreshVisibleFrame ();

// Set the browser focus to be on the LText component
theText.focus();
}

// This function is invoked on the LText component when the value is changed
// by a user interaction
function T_onChange ()
{
    // Change the value to a message
    this.setValue ("Please do not change the value!");
}

// This function is invoked on the LText object when the user clicks on it
```

(continued in FIG. 9C)

FIG. 9B

(continued from FIG. 9B)

```
function T_onClick ()
{
    this.setValue ("Please do not click on this!");
}

// This function is invoked on the LButton object when the user clicks on it
function B_increment ()
{
    // Increment the counter (Model)
    counter += 1;

    // Move the new counter value into the LText field
    theText.setValue (counter);

    // Increment the font size on the LStaticText component
    theStaticText.setFontSize (theStaticText.getFontSize() + 1);

    // Toggle the LStaticText component font between Courier and Impact
    if (0 == (counter % 2))
        theStaticText.setFace ("Courier");
    else
        theStaticText.setFace ("Impact");
}

</SCRIPT>
```

FIG. 9C